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package net.minecraft.src;

import net.minecraft.client.Minecraft;

//Created by MoareAI

public class GuiPulseClock extends GuiScreen
{
    public GuiPulseClock()
    {
        super();
        xSize = 124;
        ySize = 63;
    }

    //Mouse click
    protected void mouseClicked(int i, int j, int k)
    {
        super.mouseClicked(i, j, k);
        if(Mouse.isButtonDown(0))
        {
            mod_MiscDigital.ClockTime++;
        } else
        if(Mouse.isButtonDown(1))
        {
            if (mod_MiscDigital.ClockTime>1)
                mod_MiscDigital.ClockTime--;
        }
    }

    //Display
    public void drawScreen(int j, int l, float f)
    {
        int i = mc.renderEngine.getTexture("/MoareAI/Gui/Neutral.png");
        GL11.glColor4f(1.0F, 1.0F, 1.0F, 1.0F);
        mc.renderEngine.bindTexture(i);
        int j1 = width - xSize >> 1;
        int k = height - ySize >> 1;
        drawTexturedModalRect(j1+25, k+16, 0, 0, 70, 4);
        drawTexturedModalRect(j1-25+120, k+16, 172, 0, 4, 28);
        drawTexturedModalRect(j1+25, k + 20, 0, 139, 4, 26);
        drawTexturedModalRect(j1+29, k + 43, 106, 162, 70, 4);
        drawTexturedModalRect(j1+29, k + 20, 29, 15, 66, 24);
        fontRenderer.drawString("Pulsewidth", j1+37, k+24, 0x404040);
        fontRenderer.drawString(new
StringBuilder().append(mod_MiscDigital.ClockTime).toString(), j1+56, k+33, 0x404040);
    }

    //Pause the game while doing this
    public boolean doesGuiPauseGame()
    {
        return true;
    }

    //Keyboard
    protected void keyTyped(char c, int i)
    {
        super.keyTyped(c, i);
        if (i==mc.gameSettings.keyBindRight.keyCode ||
i==mc.gameSettings.keyBindForward.keyCode)
        {
            mod_MiscDigital.ClockTime++;
        }
        else
    }

```

GuiPulseClock.java

```
        if (i==mc.gameSettings.keyBindLeft.keyCode ||  
i==mc.gameSettings.keyBindBack.keyCode)  
        {  
            if (mod_MiscDigital.ClockTime>1)  
                mod_MiscDigital.ClockTime--;  
        }  
        else  
        {  
            mc.thePlayer.func_20059_m();  
        }  
    }  
  
    private int xSize;  
    private int ySize;  
    public static int time = 16;  
    public static final int BORDER = 4;  
    public static final int GRIDX = 5;  
    public static final int GRIDY = 6;  
    public static final int CRAFTX = 99;  
    public static final int CRAFTY = 24;  
    public static final int IMGWIDTH = 176;  
    public static final int IMGHEIGHT = 166;  
    public static final int IMGMDX = 29;  
    public static final int IMGMDY = 15;  
    public static final int MIDWIDTH = 116;  
    public static final int MIDHEIGHT = 55;  
}
```